

FIG. 1

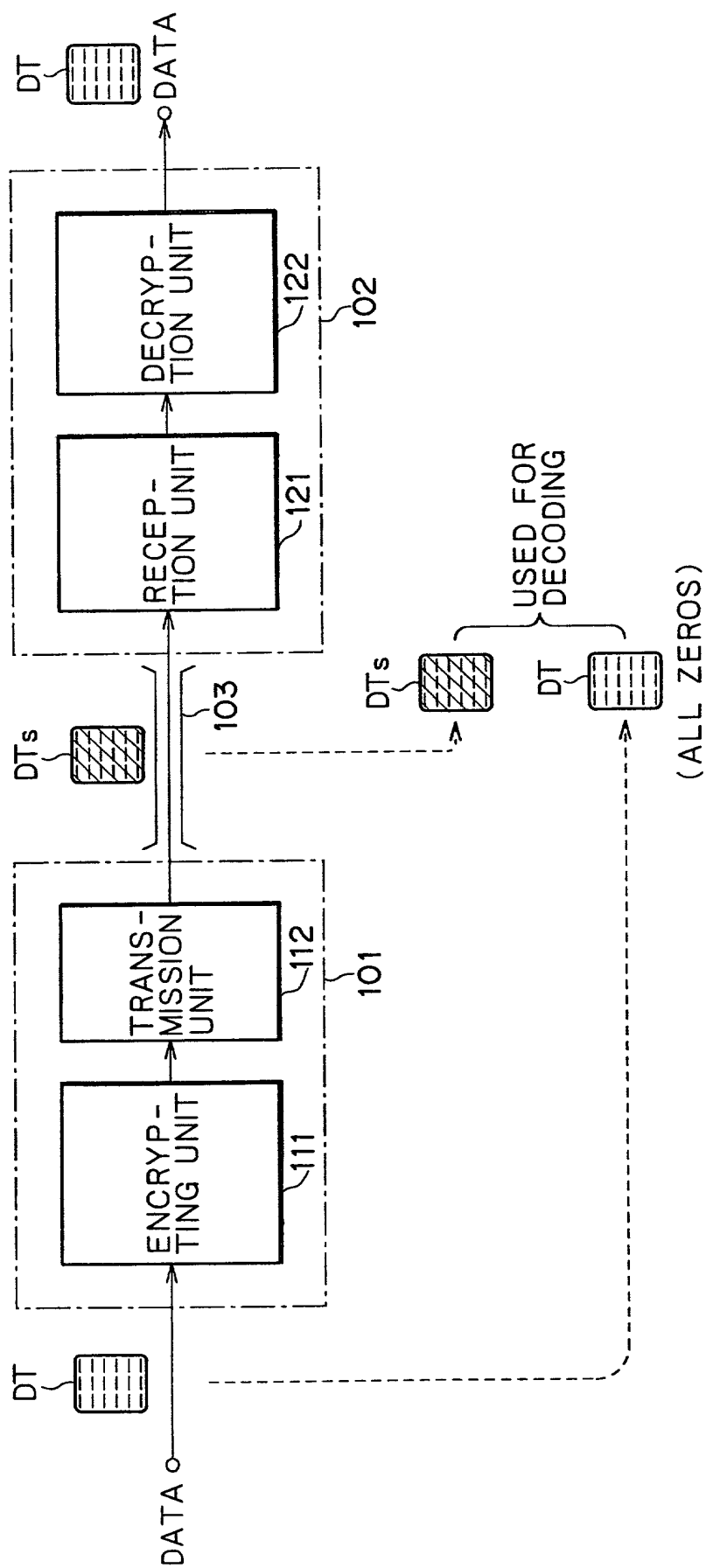
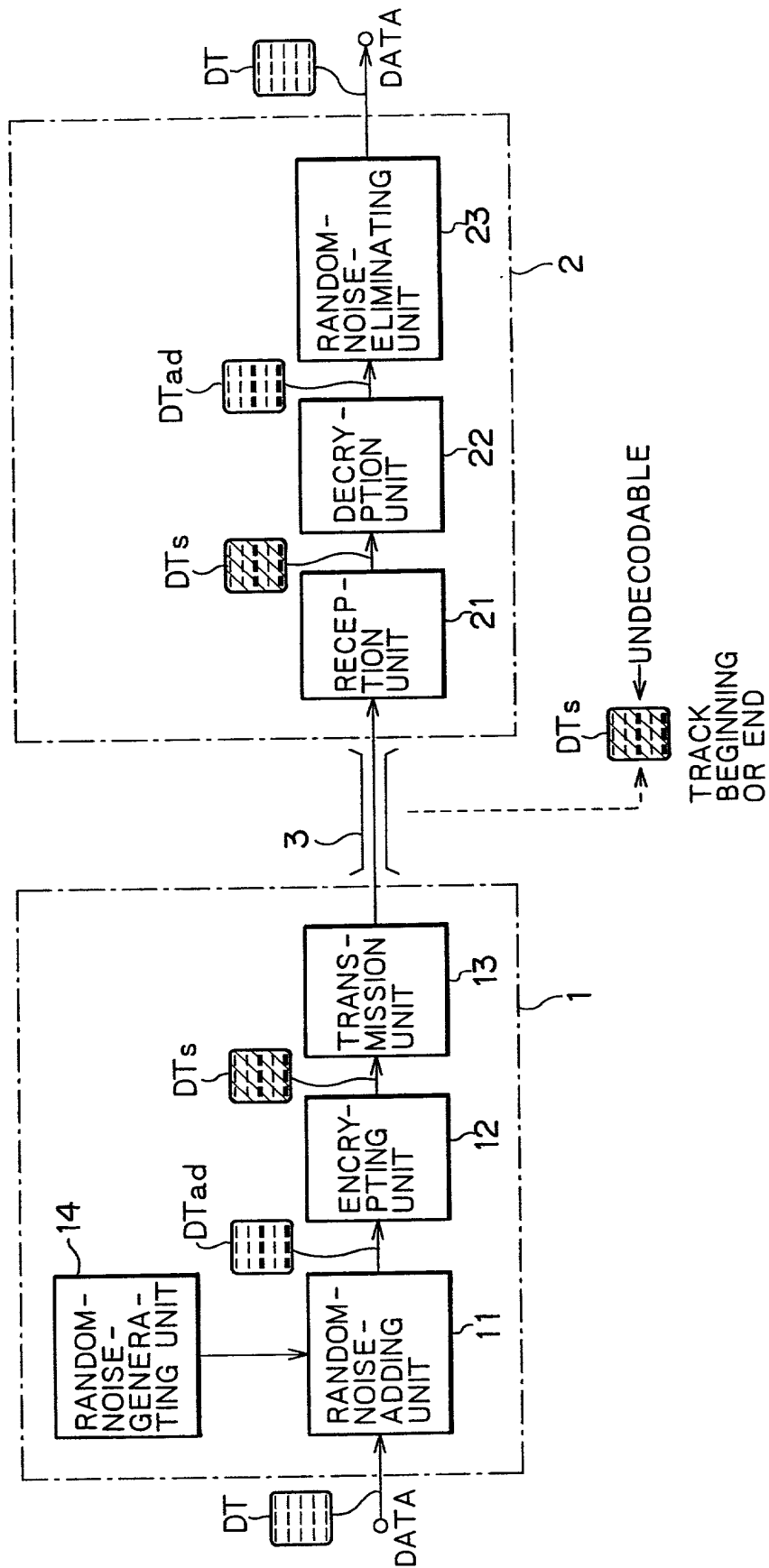
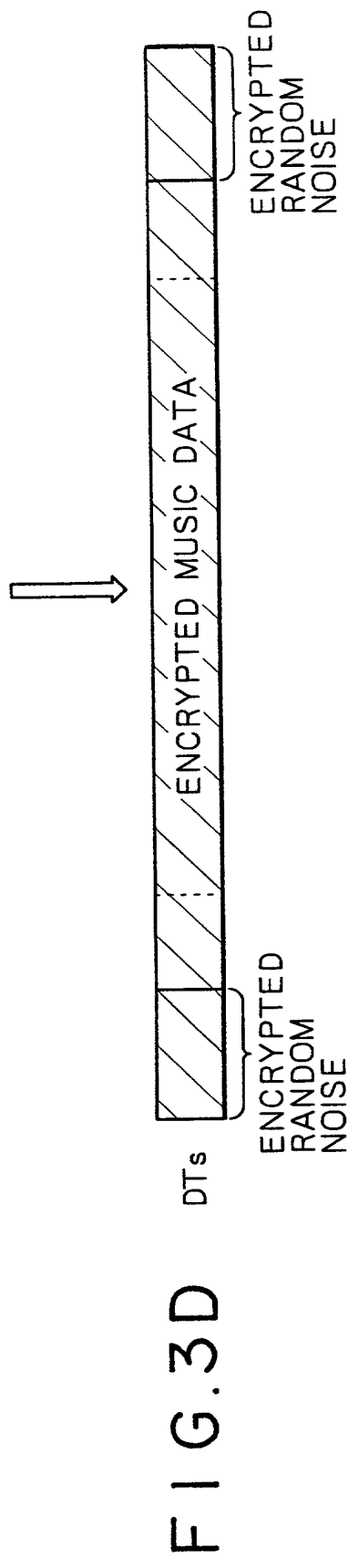
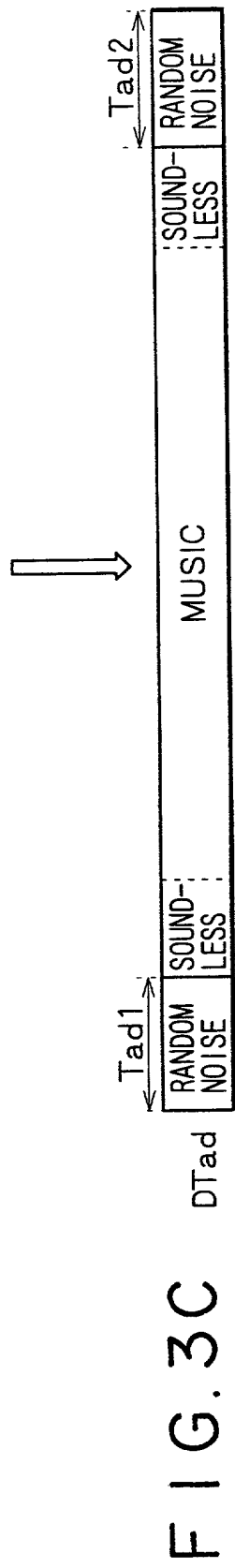
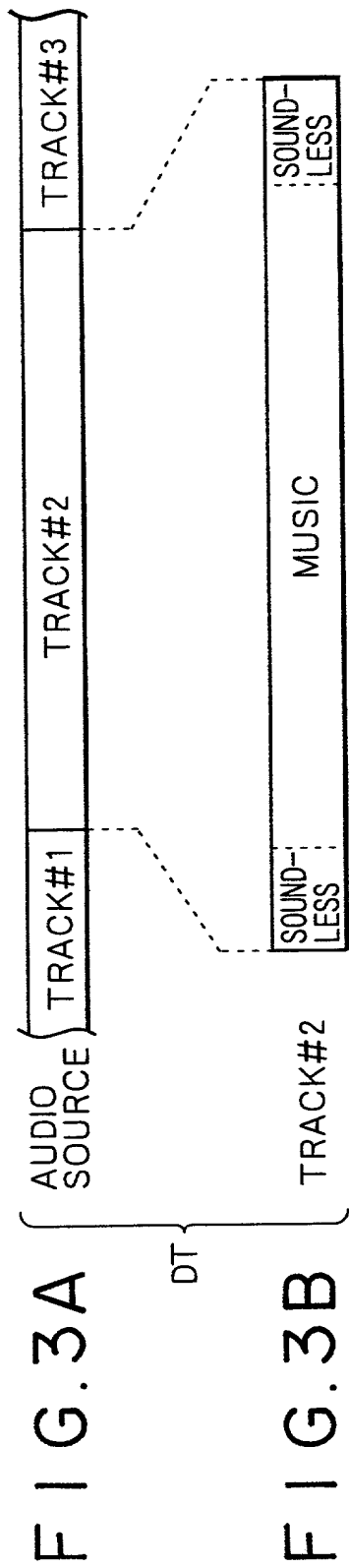


FIG. 2





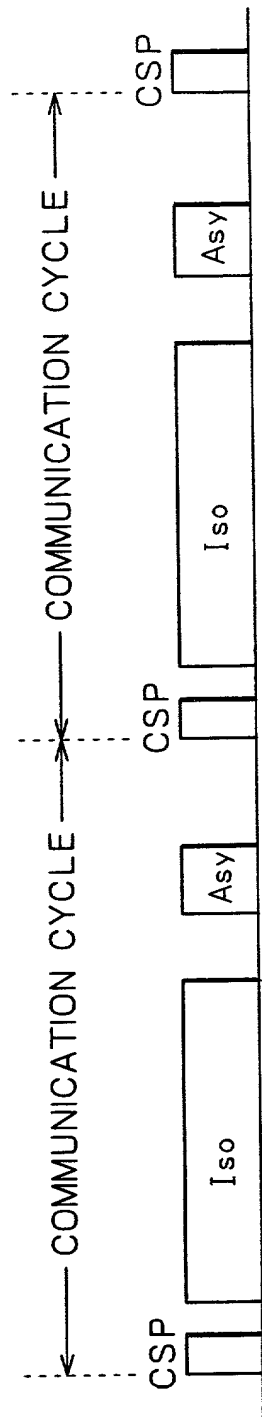


FIG. 4A

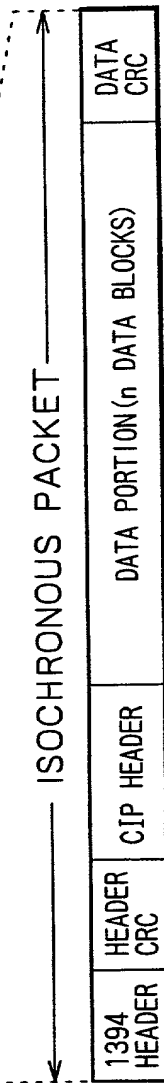


FIG. 4B

FIG. 5

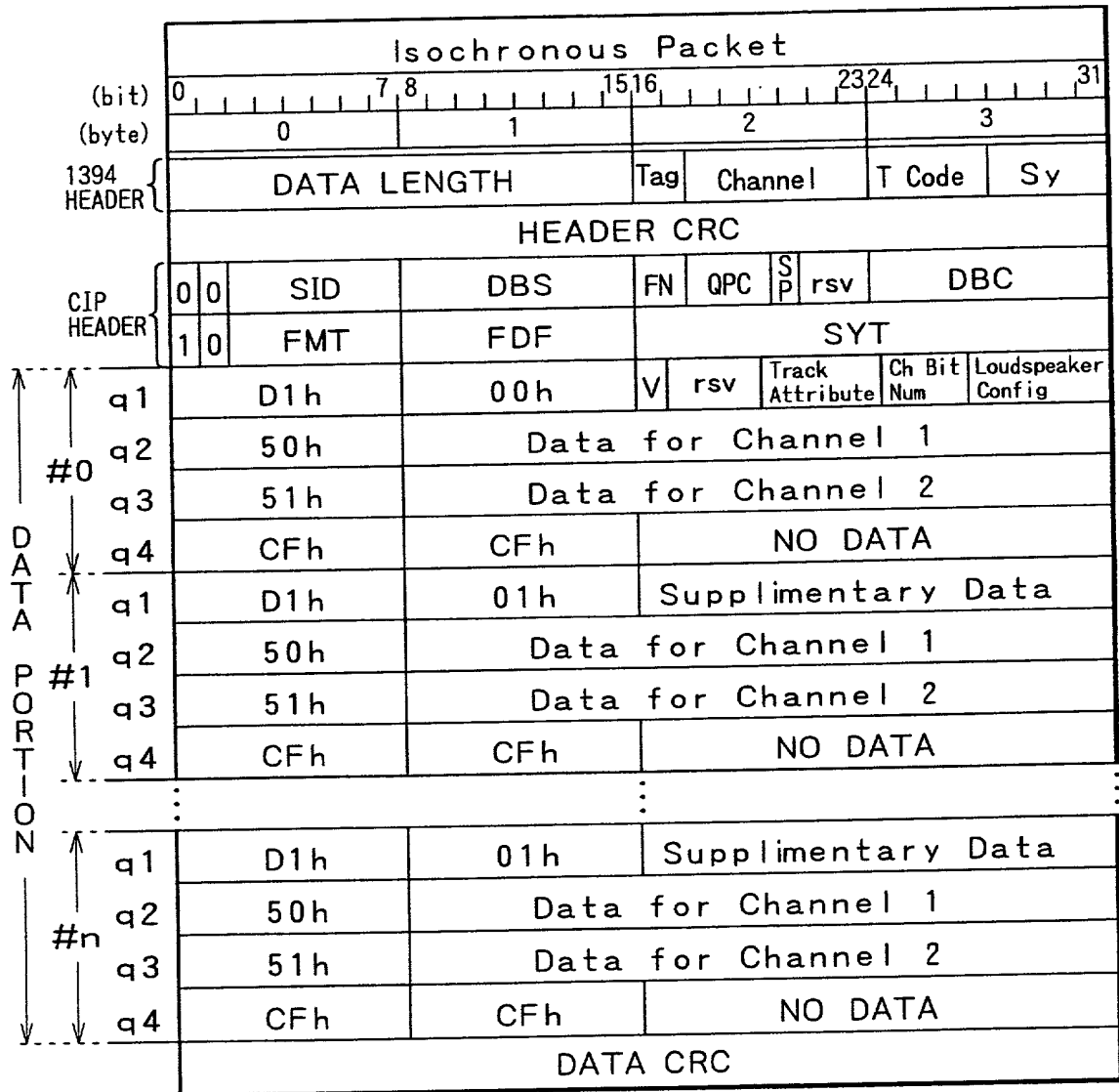


FIG. 6

Value	Description
00h-3Fh	IEC60958 Conformant
40h-4Fh	Multi-bit Linear Audio
50h-57h	One Bit Audio (Plain)
58h-5Fh	One Bit Audio (Encoded)
60h-7Fh	-reserved-
80h-83h	MIDI Conformant
84h-87h	Extended Music Data
88h-8Bh	SMPTE Time Code Conformant
8Ch-8Fh	Sample Count
90h-BFh	-reserved-
C0h-EFh	Ancillary Data
F0h-FFh	-reserved-

FIG. 7

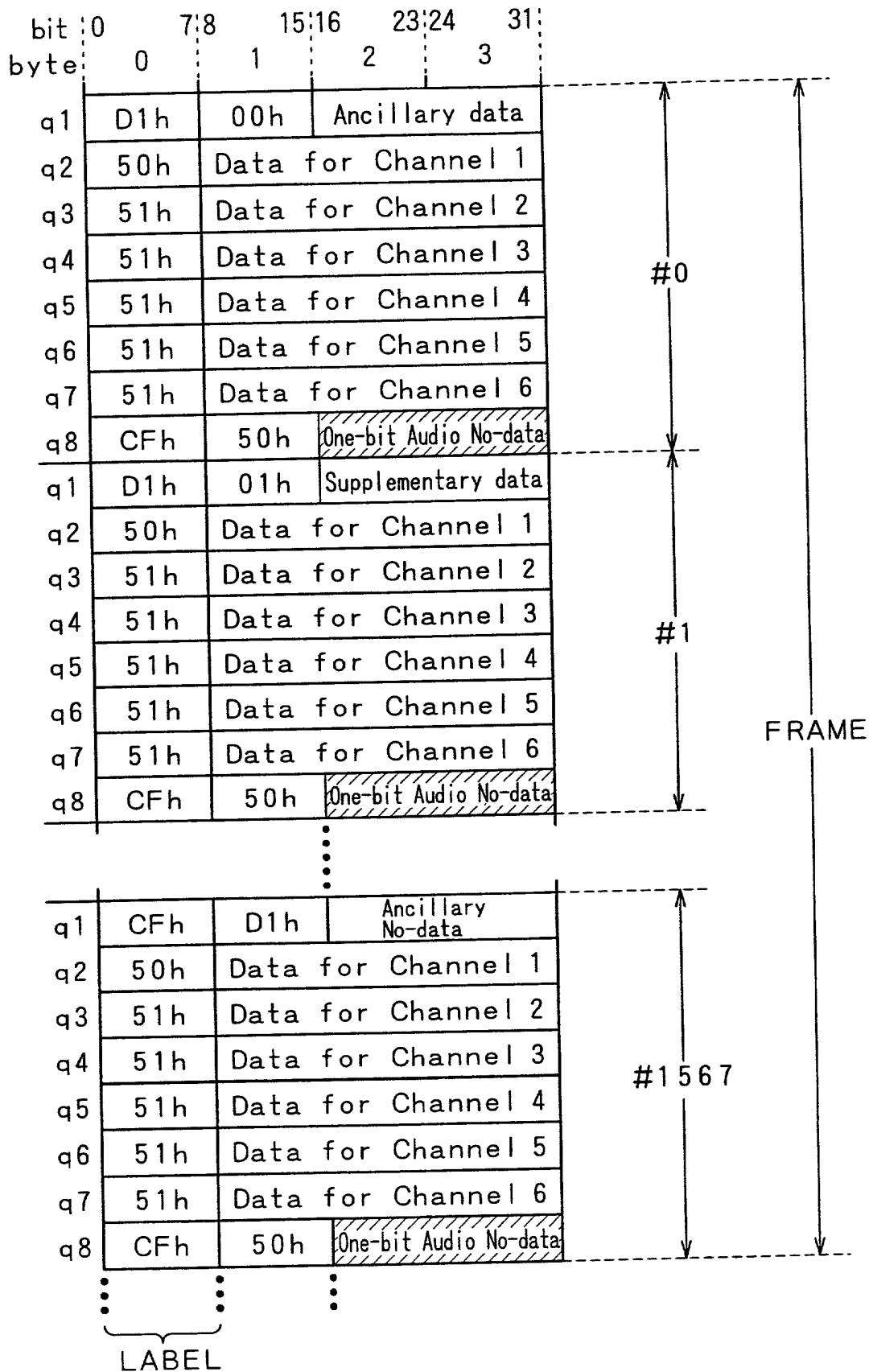


FIG. 8A



FIG. 8A

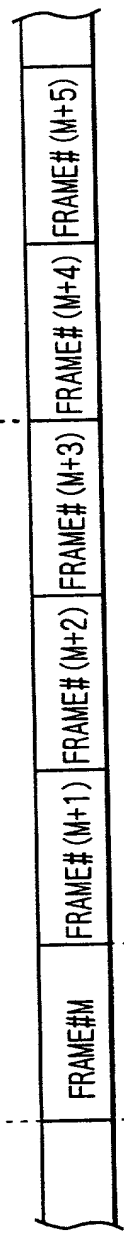


FIG. 8B

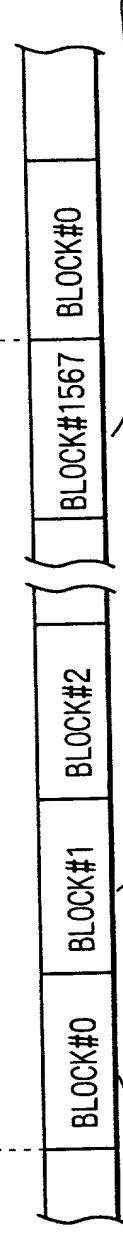


FIG. 8C

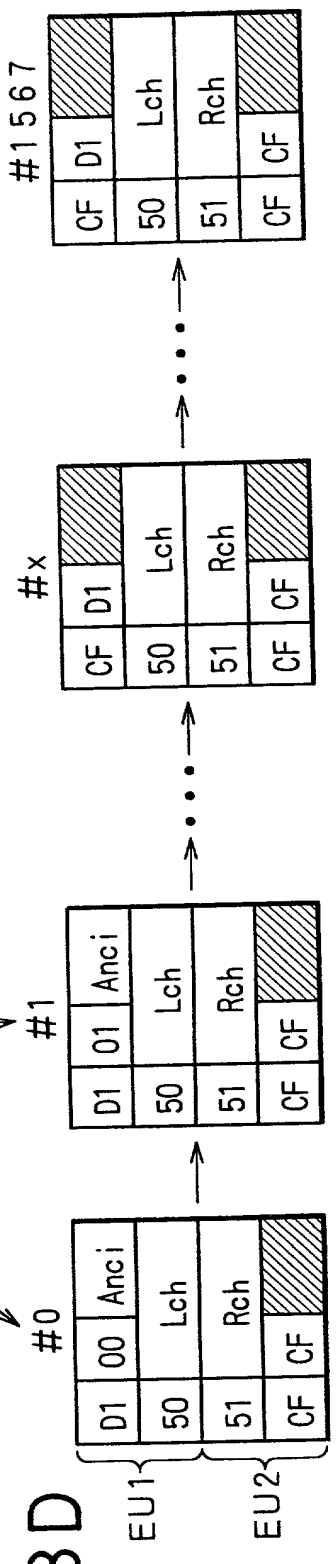


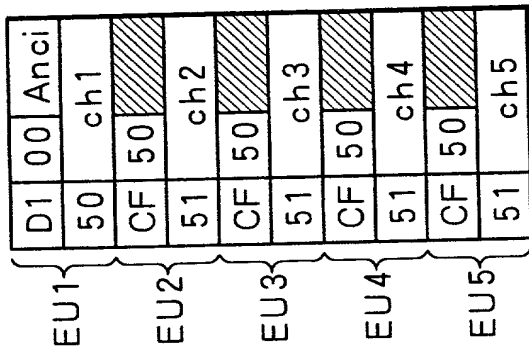
FIG. 8D

L AND R STEREO AUDIO

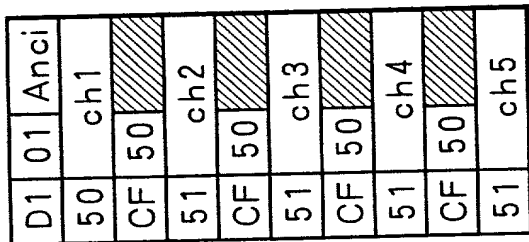
: INVALID DATA PORTION
RANDOM-NOISE-INSERTING PORTION

FIG. 9A

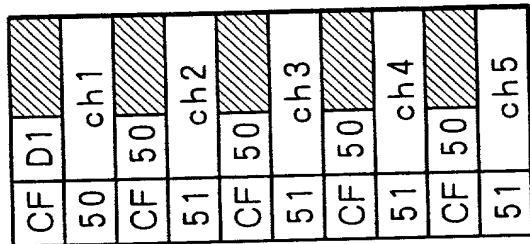
#0



#1



#x



#1567

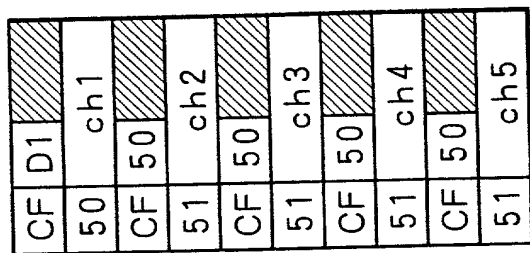
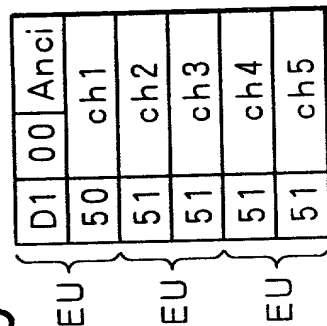


FIG. 9B



: INVALID DATA PORTION



RANDOM-NOISE-INSERTING PORTION

5-CHANNEL AUDIO

FIG. 10A

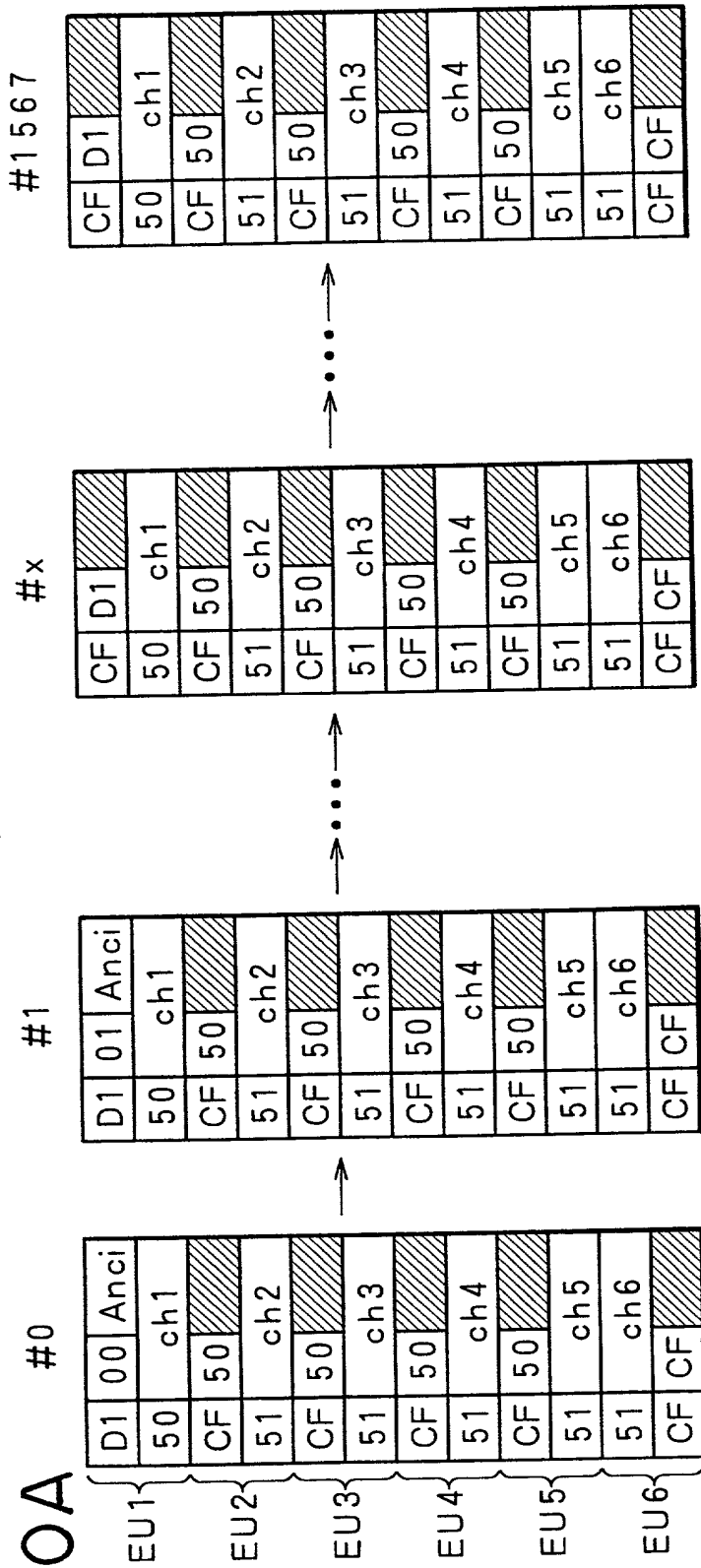
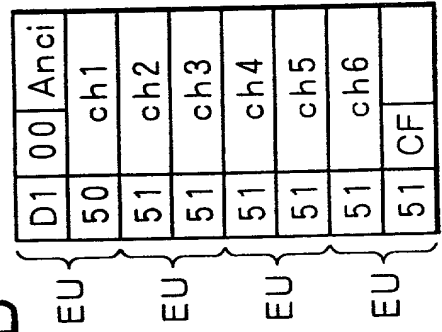



FIG. 10B



 : INVALID DATA PORTION
 ↓
 RANDOM-NOISE-INSERTING
 PORTION

6-CHANNEL AUDIO

FIG. 11

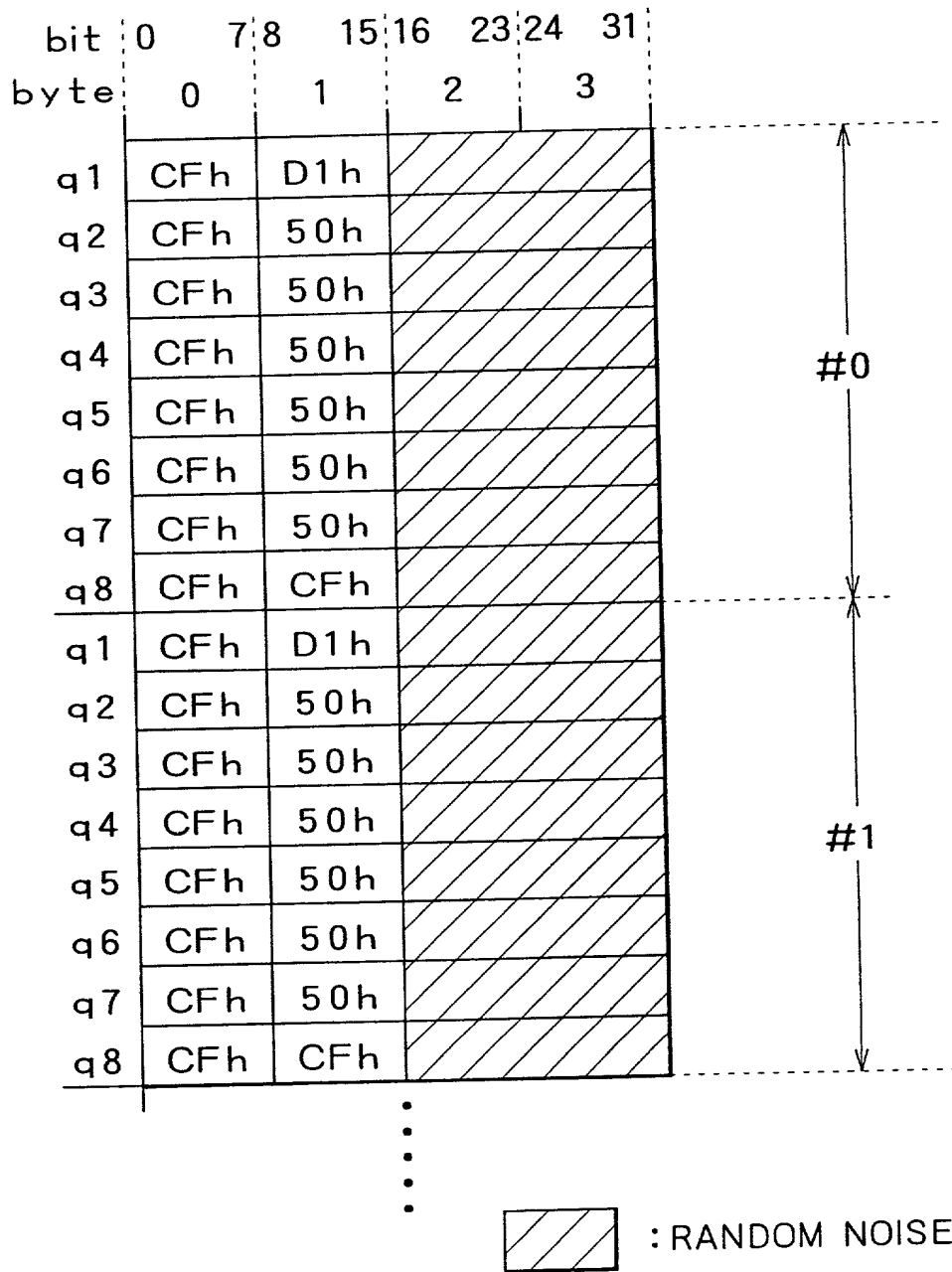


FIG. 12

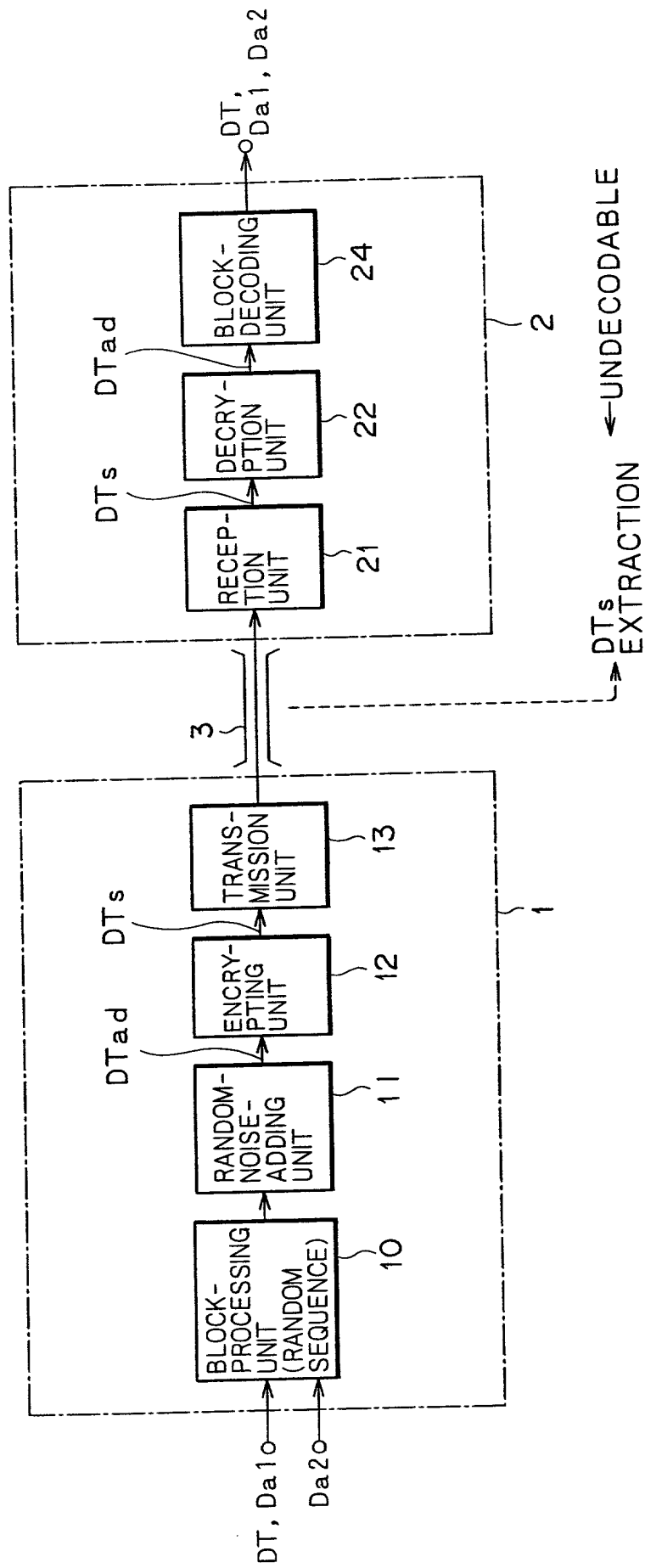


FIG. 13A

FIG. 13B

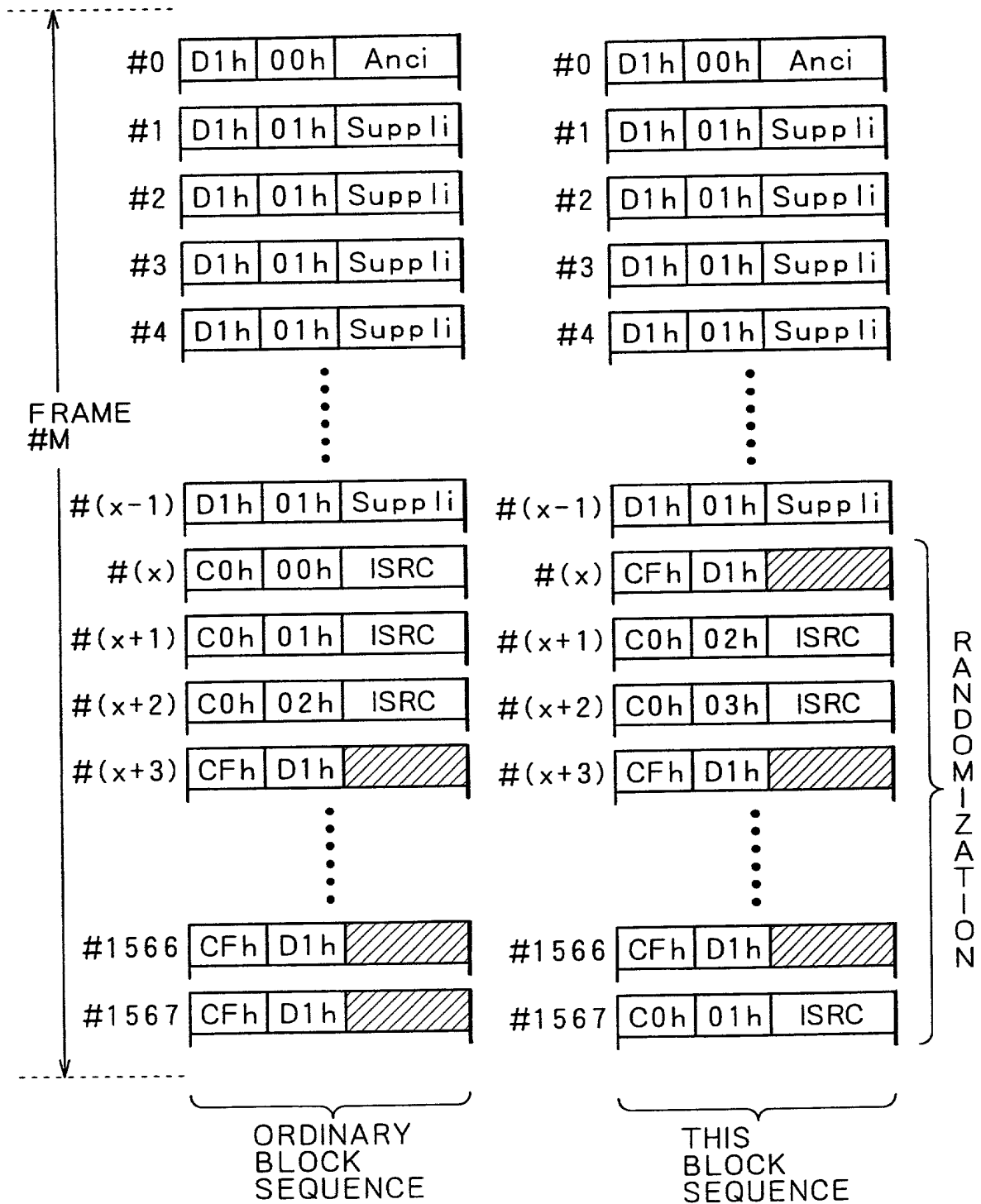


FIG. 14

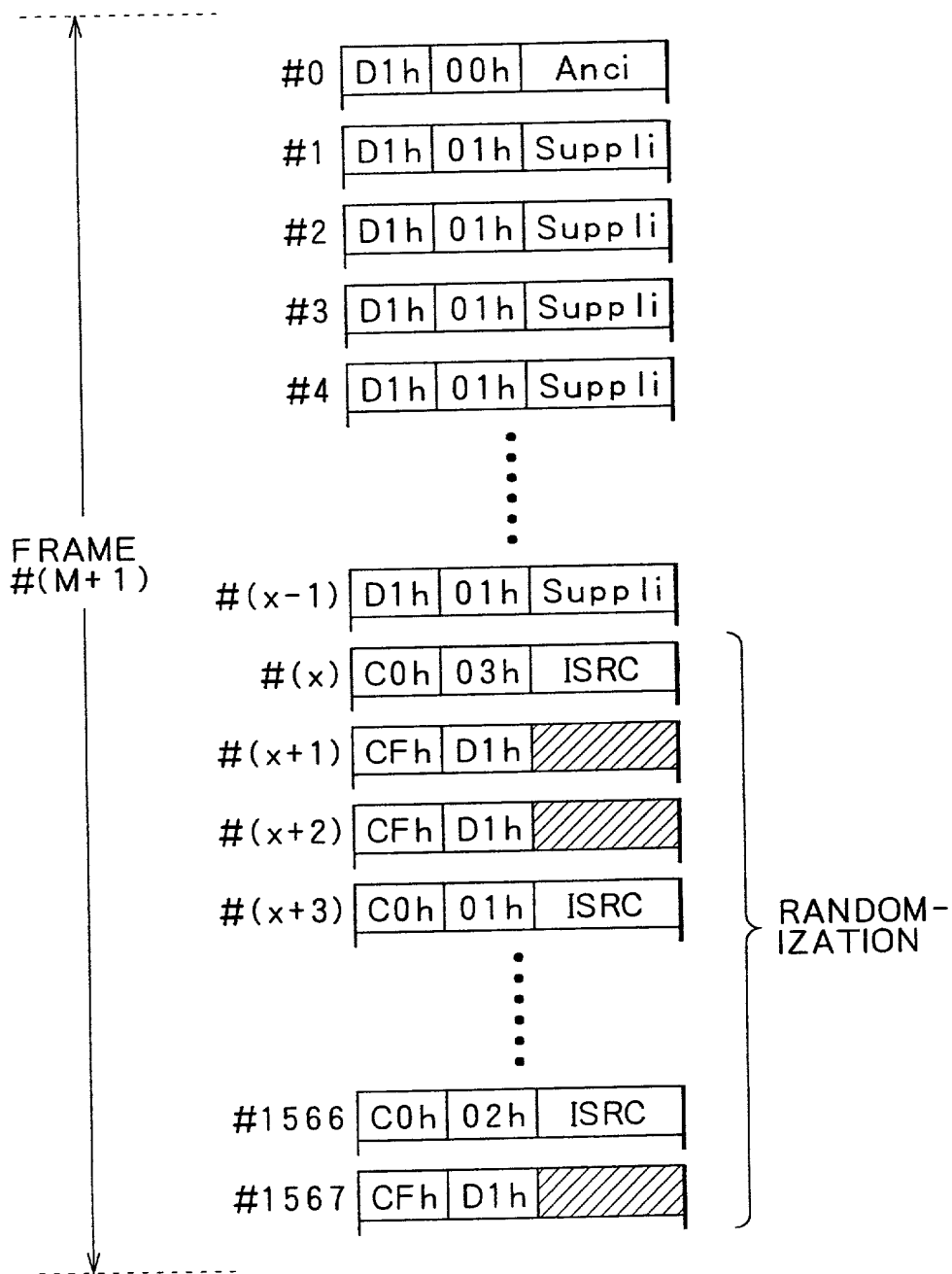


FIG. 15

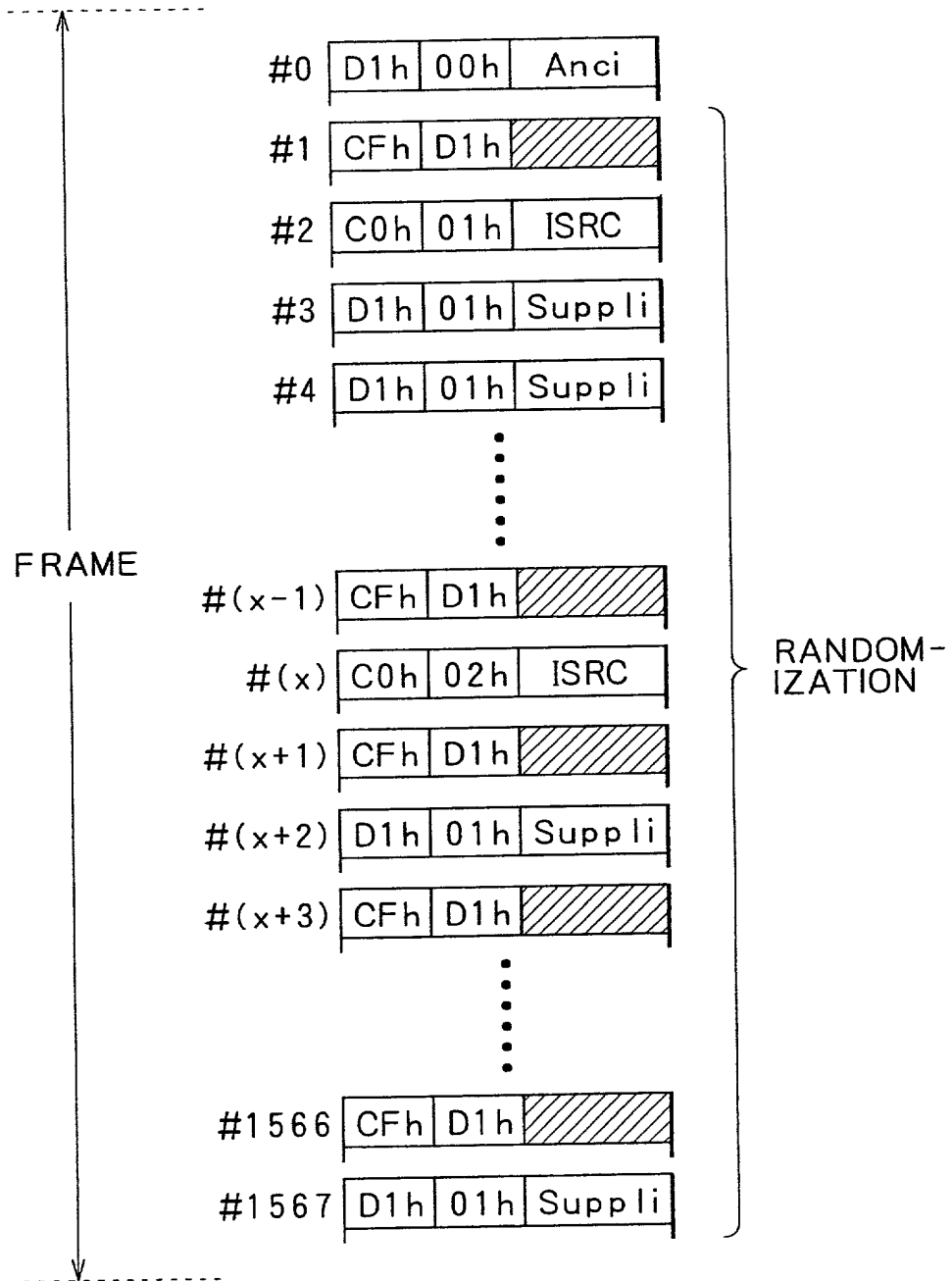


FIG. 16

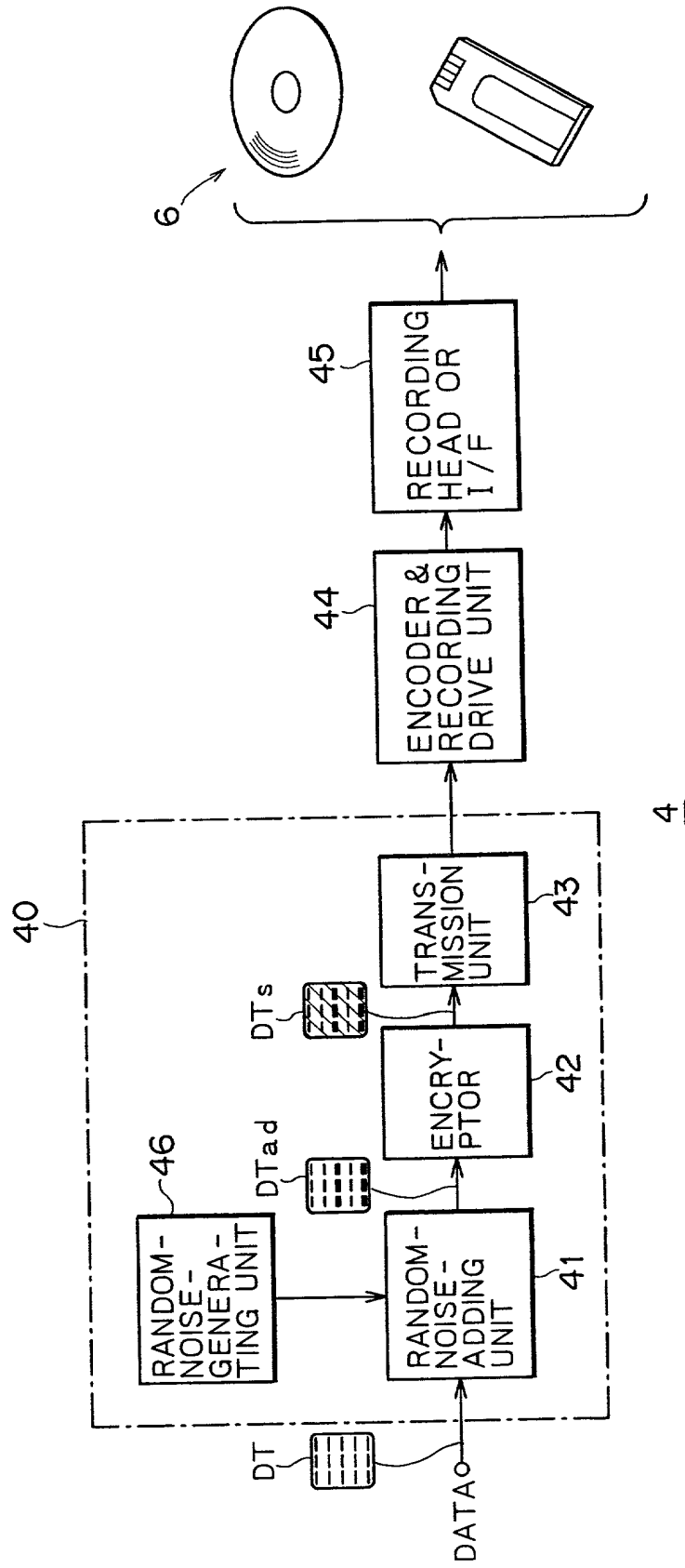


FIG. 17 is a block diagram of a data processing system 50. The system 50 includes a playback head or I/F 54, a decoding unit 55, a fetching unit 51, a decryptor 52, and a random noise eliminating unit 53. The system 50 also includes a data transfer unit 56. The system 50 is connected to a data source 6, which includes a CD-ROM and a floppy disk. The system 50 outputs data to a data sink 7.

FIG. 17

